



# WASZP GAMES 2023



SORRENTO SAILING COUTA BOAT CLUB

10-15 December 2023

## SAILING INSTRUCTIONS (SIs)

### 1 RULES

- 1.1 The rules have been stated in the NOR. These further changes are made.
- 1.2 a) Any Support Person on a Support Vessel that acts under Support Vessel Regulation 5.1 “giving any possible help to any person or vessel in danger” and breaches the defined boundaries shall attempt to inform the Race Committee on VHF 69 (INT) and shall report such action to the Regatta Office by the end of the protest time limit.
- 1.2 b) Where this rule is breached, RRS 64.5 (b) (2) is changed so that a discretionary penalty may be applied for any breach without a previous hearing that gave a warning to the boat.
- 1.3 Support Vessel Regulation 1.2 is changed so that a support vessel includes any vessel with a support person on board.

### 2 CHANGES TO SAILING INSTRUCTIONS

- 2.1 Any change to the sailing instructions will be posted 60 minutes before it will take effect, except that any change to the schedule of races will be posted by 2000 on the day before it will take effect.

### 3 SIGNALS MADE ASHORE

- 3.1 Signals made ashore will be displayed at the signals pole near the Jetty.
- 3.2 Race Signal AP is changed so that when flag AP is displayed ashore, ‘1 minute’ is replaced with ‘not less than 45 minutes’.

### 4 FORMAT & SCHEDULE OF RACES

- 4.1 The regatta will consist of a single fleet series.
- 4.2 Four races are planned per day.
- 4.3 A maximum of 17 races will be sailed for the championship.
- 4.4 The scheduled time of the warning signal for the first race each day is 1400.
- 4.5 To alert boats that a race or sequence of races will begin soon, the orange starting line flag will be displayed with one sound at least five minutes before a warning signal is made.
- 4.6 Once 12 races are completed, the last warning signal on Friday 15 December is changed to 16:00 hours. This changes \ NOR 9.5

### 5 CLASS FLAGS

- 5.1 The class flag will be a gold flag with the class insignia.

### 6 COURSES

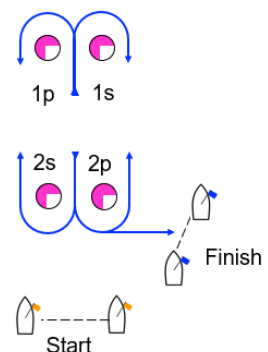
- 6.1 **Start - 1p/1s – 2p/2s – 1p/1s – 2p – Finish -**

### 7 MARKS

- 7.1 Marks 1p, 1s, 2s, 2p are pink inflatables.

### 8 THE START

- 8.1 The starting line is between the staff displaying the orange flag on the signal vessel at the starboard end and the staff displaying an orange flag on the pin end vessel.
- 8.2 A boat that does not start within five minutes after her starting signal will be scored DNS without a hearing. This changes RRS A5.1 and A5.2.



### 9 GRAND PRIX FINISH

- 9.1 The finishing line is between the staffs displaying a blue flag on the Finish Vessels
- 9.2 When the leading boat rounds mark 2p for the final time, a Finish Vessel will display the chequered finish flag with a sound signal. The chequered finish flag will be removed at the end of the finishing window time limit.
- 9.3 All boats that:
  - a) have completed a lap before the chequered finish flag is displayed, but then fail to finish while it is displayed, or

b) cross the finishing line while the chequered finish flag is displayed or the last boat has finished, shall be deemed to have finished irrespective of the number of laps completed. Their positions in the race will be based on the order when they either completed their last lap or finished, with those having completed more laps finishing ahead of those with fewer laps. This changes RRS 28.1 and A4

- 9.4 [DP] When the chequered finish flag is displayed, all boats on a downwind leg shall round mark 2p and sail to the finishing line. A boat that rounds mark 2p when the chequered finish flag is displayed shall not attempt a further lap.
- 9.5 If a boat is asked by an official vessel, it shall return to the starting area. That boat will be scored in its last known position. This changes RRS 28.1, A5.1 and A5.2.
- 9.6 [DP] After finishing, boats shall continue to sail at least 200m before stopping and avoid sailing near where boats are racing.

## 10 TIME LIMITS AND TARGET TIMES

- 11.1 For championship racing, the Mark 1 Time Limit, Race Time Limit (see RRS 35), and the Finishing Window are shown in the table below.

Mark 1 Time Limit	Target Time	Race Time Limit	Finishing window
15 minutes	20 minutes	40 minutes	10 minutes

- 11.2 If no boat has passed the first mark within the Mark 1 Time Limit, the race will be abandoned.
- 11.3 Failure to meet the Target Time will not be grounds for redress.

## 12 HEARING REQUESTS

- 12.1 The protest time limit is 40 minutes after the last boat finishes the last race of the day or the race committee signals no more racing today, whichever is later. The time will be posted on the official notice board.
- 12.2 Hearing request forms can be submitted from the link on the ONB.
- 12.3 Notices will be posted no later than 20 minutes after the protest time limit to inform competitors of hearings in which they are parties or named as witnesses. Hearings will be held in the protest room, located next to the race office.

## 13 SCORING

- 13.1 4 races are required to be completed to constitute a series.
- 13.2 The series will be scored as follows.
- When fewer than 4 races have been completed, a boat's series score is the total of her race scores.
  - When 4 to 7 races have been completed, a boat's series score is the total of her race scores excluding her worst score.
  - When 8 to 11 races have been completed, a boat's series score is the total of her race scores excluding her two worst scores.
  - When 12 to 15 races have been completed, a boat's series score is the total of her race scores excluding her three worst scores.
  - When 16 or more races have been completed, a boat's series score is the total of her race scores excluding her four worst scores.
- 13.3 The Hotlap fleet will be scored separately. Where a boat changes between Hotlap Fleet and the main fleet, the boat will be scored DNC in the races they did not compete in.
- 13.4 Competitors may submit a scoring enquiry using the link on the ONB.

## 14 SAFETY REGULATIONS

- 14.1 [DP] A boat that retires from a race shall notify the race committee at the first reasonable opportunity.
- 14.2 [SP] Boats shall sign on before going afloat and sign off at the first reasonable opportunity after returning ashore using the sign on link sent to their registered mobile or email address. The penalty for a breach of this instruction is 5 points added to the race sailed closest to the breach of the rule, but no worse than the score for disqualification. If difficulties are experienced, sign on and sign off can be completed at the regatta office.

## 15 EQUIPMENT AND MEASUREMENT CHECKS

- 15.1 A boat or equipment may be inspected at any time for compliance with the rules.
- 15.2 [DP][NP] The technical, or race committee may instruct a competitor to keep their boat fully rigged when they return to shore until released by the technical committee. All competitors shall comply with such instructions.
- 15.2 [DP][NP] After the first day of racing, the top three male and female competitors shall wear podium bibs as their outer layer. Bibs may be collected from the race office and shall be returned every day after racing, regardless of whether the competitor changes position.

## 16 OFFICIAL VESSELS

- 16.1 Official vessels will be identified as follows:
- Jury: Flag with a J
  - Official Vessel SSCBC Flag
  - Hotlap fleet coach RIB: Green flag with Waszp logo